

## Tutorial 3 – Paint, Colour, Shapes and Zoom

At this stage, you should know how to use some of the tools in the Toolbox.

**At the end of these tutorials, you will be able to:**

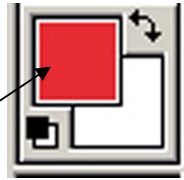
- **Recognise the colour selection and painting tools**
- **Select each tool in turn for use**
- **Apply each tool onto the image correctly and in a logical order**
- **Undo actions in a competent manner**

We are going to look at the methods of applying colour and setting the brush options first of all, so ensure that the Toolbox is visible in your window. You can drag any of the palettes and toolboxes and place them where you feel happiest with by clicking on the tabs and dragging them around the desktop. You can also hide or close the palettes by clicking in the top right hand X or – icons.

You will create a new image and select a colour to paint with.

- **Step 1:** Begin by creating a new image. Select **File > New**  
Enter **500 pixels** for both the **Width and Height** and make sure **72 pixels / inch** (ppi) is selected and choose **Transparent** for Contents (this sets the background colour of your canvas.)

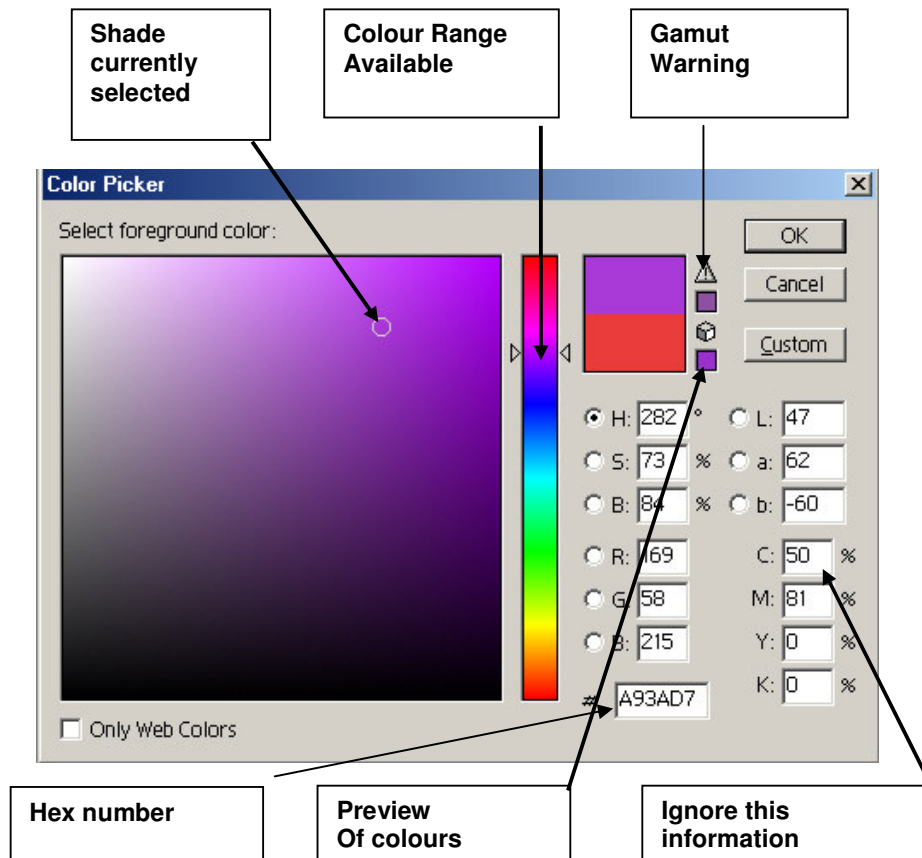
Below is the Colour select preview. The topmost colour is the FOREGROUND colour and the bottom colour is the BACKGROUND colour.



- **Step 2:** Click on the Foreground Colour chip and the colour select box will open.

This allows you to select any colour. As you open the box, you will be presented with a range of options. If it is not selected automatically, then choose the **PICKER**. Ignore the rest of the options for now.

In the main box, you will see all the shades of the colour currently selected, to change a colour, click on the slider bar on the right and note how the small colour chips shown in the preview window change colour to reflect the colour you have chosen.



**NOTE:** The Foreground colour allows you to paint onto an image using any of the painting tools. The Background colour is what you will get if you use any of the erasing tools on a locked background layer. In the example above, painting with the brush will give a purple colour on the image, and erasing will remove the image to leave a red background.

**The Gamut warning triangle** is there to show when a colour that you have selected is outside the printing range of a normal printer. This is due to the fact that colour dyes are not as perfect as coloured light, which you see on screen. Whenever you see the warning triangle, you should bear in mind that the colour you have chosen would not be perfectly reproduced. To correct this click on the warning triangle and your colour will automatically switch to the closest matched safe colour.

**The Web only colours option box** will show you colours that are web safe. You should only check this box if you are intending to produce graphics for the Internet in the form of web based image.

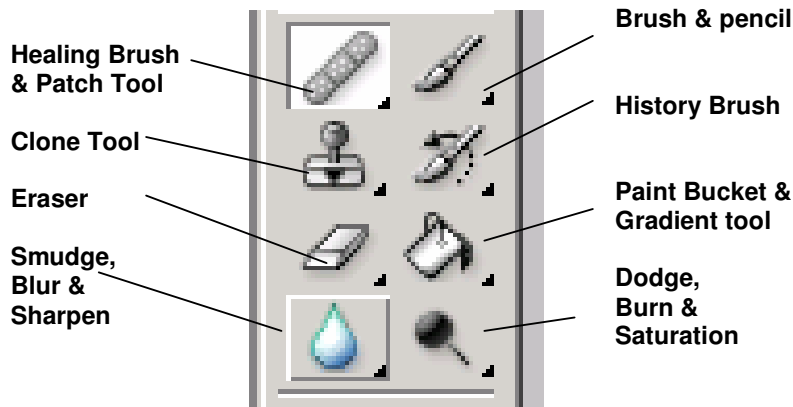
**The hex number** allows you to type in a code for a previously selected colour. It is always worth noting down this code if you plan to use the same colour more than once.

- **Step 3:** Select a green colour and click on OK and you will return to the main screen. You may

Now you have selected your colours, you will need to look at the options for the tools you are about to use.

## The Pencil and Eraser Tools

The Painting tools are actually a group of eight tools plus associated fly out options and are shown below:

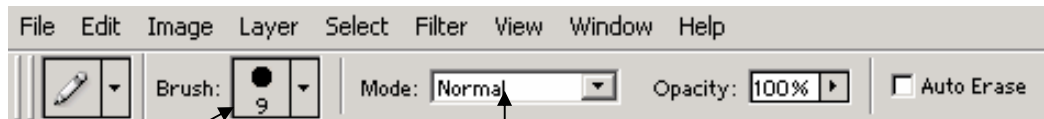


For each tool an option can be selected. Depending on what function the tool has, the options box will have different settings.

- **Step 4:** Click and hold on the brush tool. From the flyout menu choose the **Pencil** tool.

Below is a sample Option for the Pencil tool (the options appear when a tool is selected)

- **Step 5:** Set your Brush size is 9 pixels, mode to Normal and Opacity is 100%.

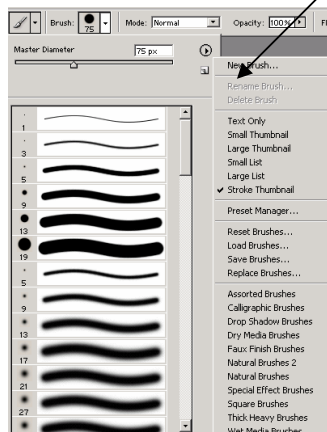


Clicking here reveals a drop down menu with all the brush Options

Clicking here shows a slider that sets the opacity of the brush

**Modes** are advanced options and are beyond the scope of this course.

Within the Pencil / Brush Option Menu there is an additional fly out menu that gives you even more options.



The Brush sizes and shapes are common across ALL the painting tools, selecting a **Natural Brush** for example will give a totally different effect to the normal brush set. You must remember however, that the programme does not default back to the normal set and remembers which tool used which brush from the last time. If you have the misfortune to work on a computer that was last used by somebody who had his/her own custom settings, then you will need to reset to default.

This is however quite simple. In the Brush dialogue box (shown above), click on the button that is labelled **Reset Brushes**. You will be prompted to “reset to default”. Click OK and the normal brush-set will be replaced.

Due to the vast number of options that are available for the brush it is beyond the scope of this course to cover every aspect. However you should try to familiarise yourself with some of the options.

If you select the Eraser you will notice that in the Options box for the eraser, there is a further choice of MODE. Selecting this allows you to change the shape of your eraser to suit the job in hand. A block eraser, however, is a fixed size and cannot be altered in any shape or form.

Also within the Eraser is the option to Erase History. Selecting this will restore back to the original image any chunks that you have accidentally deleted.

- **Step 6:** Now draw yourself the outline of a frog on your canvas. You may decide to change the foreground colour to add eyes.

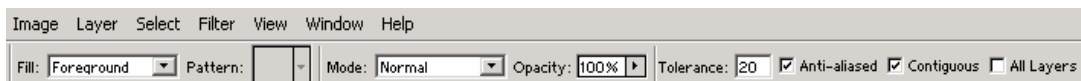


- **Step 7:** If you make a mistake simply select the Eraser tool and click and drag to erase. The eraser tool size can be set in the same way as the paint brush.

When you are happy with your frog outline we will use the Paint bucket to fill it.

### The paint bucket tool

- **Step 8:** Specify a new foreground colour. I selected a lighter shade of green.
- **Step 9:** Set the fill to **Foreground**, Mode **Normal**, **Opacity 100%**, **Anti-Aliased**, **Contiguous**.



- **Step 10:** Click within your frog to apply the colour.

I also selected a yellow colour for the eyes.

- **Step 11:** Tidy up or amend your frog image if necessary and then save it to your student drive.



Lets start to add some more detail to our image.

Following on from our layer tutorial let's create new layers for each additional element. This will allow us to move each layer individually.

- **Step 12:** In the layers panel click on the "create new layer" icon.



This will create a transparent layer above our frog.

- **Step 13:** On this new layer draw a lily pad that is big enough for the frog to sit on..
- **Step 14:** Reposition the lily pad under the frog.



- **Step 15:** Now reorder the layers so that the Frog layer is above the lily layer.



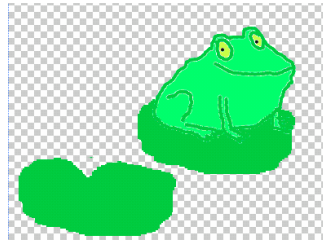
- **Step 16:** Now we need some more lilies for our pond.

Rather than drawing loads of lilies we can simply duplicate the layer

- **Step 16:** Click on the Lily layer and drag it down to the “new layer icon”. This will copy the layer and its contents.

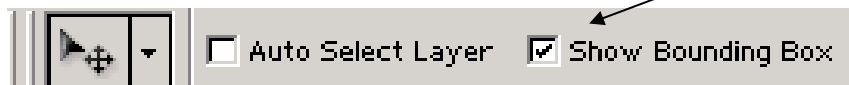


- **Step 17:** Use the move tool to reposition the new lily.

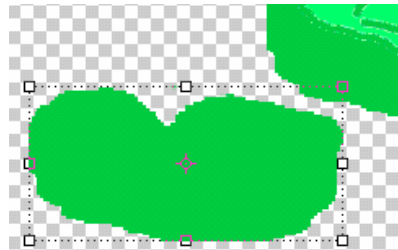


This new lily is too big and I also want it a new colour.

- **Step 18:** Still on the new lily layer, within the options menu select “show bounding box”.



A bounding box will appear around our Lily. We can use this bounding box to scale the lily.

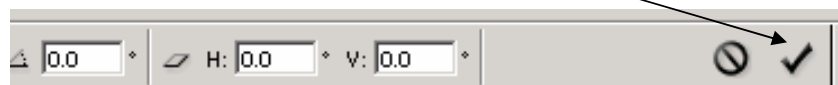


- **Step 19:** Click on one of the corner anchors of the bounding box and drag it to scale the lily.



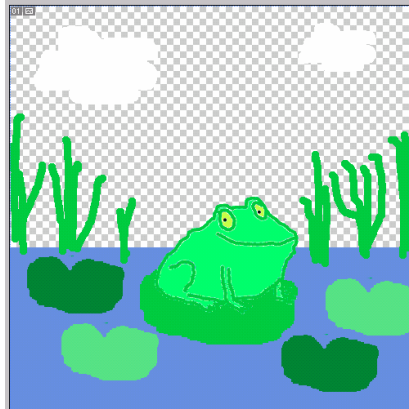
Note: If you hold SHIFT the lily will scale in proportion.

- **Step 20:** When the lily is the correct size click on the tick to apply the transformation.



- **Step 21:** Repeat this process to add more lilies and scale them.

I have also used the paint bucket to change the colour of some of the lilies.



- **Step 22:** Continue using the same techniques to add more detail. Don't draw the sky yet.

Note: If you want to delete a layer simply drag it onto the Recycle bin.



### Gradient Fills

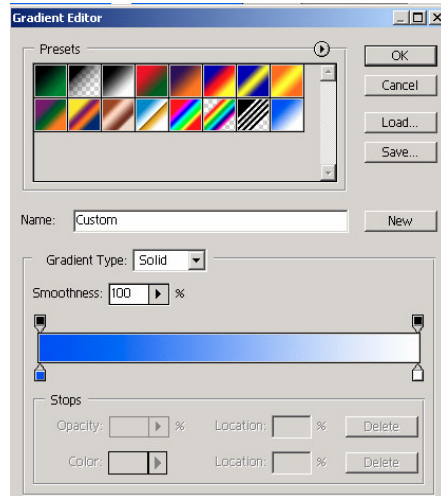
Let's add a gradient to our sky.

- **Step 23:** Create a new layer. This will be our sky layer. Ensure that the layer is at the top of the layers palette and that it is active (highlighted).
- **Step 24:** Select the gradient tool. It is located within the Paint Bucket flyout menu.
- **Step 25:** The Gradient Fill options bar will appear.



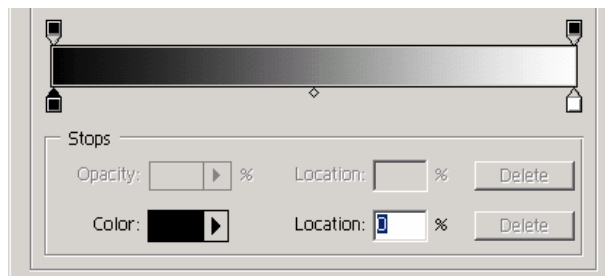
You have two choices for choosing the gradient colour. You can either click the triangle next to the gradient sample to pick a preset gradient fill or...

- **Step 26:** Click inside the gradient sample to view the Gradient Editor.

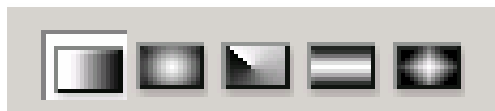



The Gradient editor lets us choose the colours that we want our gradient to include.





- **Step 27:** Choose Solid from the Gradient Type pop-up menu.
- **Step 28:** To define the starting colour of the gradient, click the left colour stop under the gradient bar. The triangle above the stop turns black, indicating that the starting colour is being edited.
- **Step 29:** Now double-click on the Colour stop sample. This will open the Colour picker.



- **Step 30:** Choose a blue colour and click OK.
- **Step 31:** Now click the right colour stop under the gradient bar. Change its colour to white.
- **Step 32:** Back in the Gradient Editor type in a name “sky” and then click New. This will save your gradient.
- **Step 33:** Click OK to close the gradient editor.
- **Step 34:** Now let’s pick our gradient type. We have 5 options.



- Linear gradient  to shade from the starting point to the ending point in a straight line.

- Radial gradient  to shade from the starting point to the ending point in a circular pattern.
  - Angle gradient  to shade in a counterclockwise sweep around the starting point.
  - Reflected gradient  to shade using symmetric linear gradients on either side of the starting point.
  - Diamond gradient  to shade from the starting point outward in a diamond pattern. The ending point defines one corner of the diamond.
- **Step 35:** Choose the linear gradient option and ensure that Opacity is set to 100%.
  - **Step 36:** Position the pointer in the image where you want to set the starting point of the gradient – in this case the top of the page, and click and drag it to the middle to define the ending point. This will create a blue to white gradient.



- **Step 37:** The image will be completely covered by the fill. All we need to do now is drag the layer to the bottom of the layer palette.



- **Step 38:** Make sure that you save your work as a .psd. You may decide to include it in your portfolio. Although it may not be fantastic it can be used to show your development.